ODYSSEY® 2000

INSTALLATION AND GAME RULES

ODYSSEY by Magnavox . . .
Works on any brand . . . any size TV . . . color or black & white

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NOTICE

TURN OFF YOUR ODYSSEY EACH TIME YOU HAVE FINISHED PLAYING THE GAMES. IF YOU LEAVE THE SAME GAME PATTERN ON YOUR TV SCREEN FOR MORE THAN 8 - 8 HOURS CONTINUOUSLY, THERE IS A POSSIBILITY THAT THE GAME PATTERN COULD BE PERMANENTLY IMPRINTED ON THE PICTURE TUBE SCREEN.

The model and serial number of your Magnavox Odyssey game will be found on the bottom of the instrument. Please record this model and serial number in the space provided below.

Model Number _____ Serial Number _____

ODYSSEY 2000

INTRODUCTION

ODYSSEY 2000 literally turns your TV screen into a challenging electronic playground, and it attaches to any size or brand . . . black and white or color.

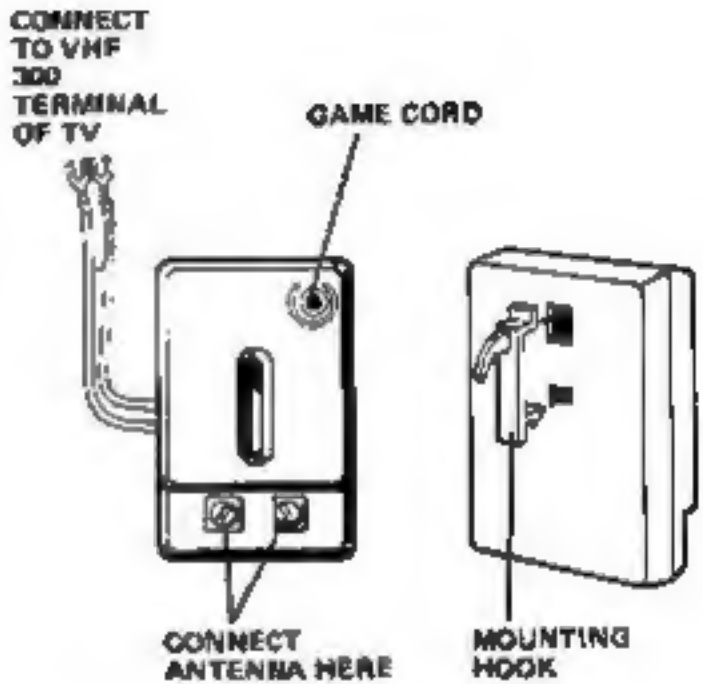
ODYSSEY 2000 features games of Hockey, Tennis, Smash and Practice and as an extra challenge has switchable skill levels of amateur and pro which automatically adjusts the player size, speed of the ball and deflection of the ball.

AUTOMATIC FEATURES

Each time the "ball" leaves the playing area the AUTOMATIC SCORING will award a point to the appropriate "player" or team.

The "ball" will normally return into play by the AUTOMATIC SERVE from the side that was awarded the point. After either "player" has scored 15 points the "ball" will continue to be served but neither "player" will be able to rebound.

During play a different audio tone is heard each time the "ball" hits a "player", a wall, or a point is scored. This is AUTOMATIC SOUND and no provisions are made to turn it on or off or to change the tones.

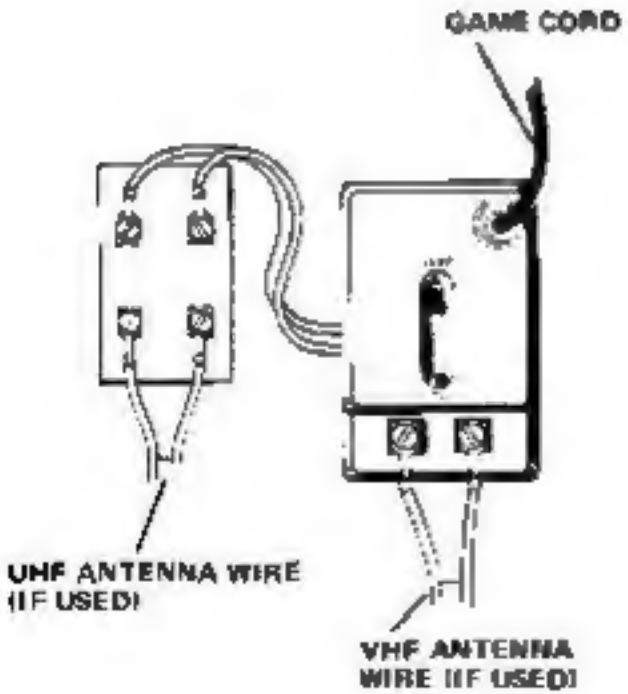


how to connect Odyssey

ANTENNA-GAME SWITCH

The ANTENNA-GAME SWITCH is provided as a convenience to allow you to select either ODYSSEY or regular TV viewing, without having to disturb your antenna connections. After its initial installation, you merely move the slide switch to either GAME position for ODYSSEY . . . or to the TV position for television viewing.

A mounting hook is provided for conveniently "hanging" the ANTENNA-GAME SWITCH on the back of your television. After installing the hook, insert the end through one of the ventilating holes on the back of your television near the antenna connections. **(NOTE: Some TV's do not have ventilating holes convenient to the Antenna Terminals, therefore, the hook is not required).**



Locate the VHF antenna terminals on the back of your television. Disconnect the VHF antenna wire (if there is one), from your television and connect it to the ANTENNA-GAME SWITCH. Connect the lead from the ANTENNA-GAME SWITCH to the VHF 300 terminals of the television. The ANTENNA-GAME SWITCH is now permanently connected to your television. When changing from GAME to TV, make certain the slide switch is moved to the extreme position; do not leave it in the middle, as you will not have proper operation.

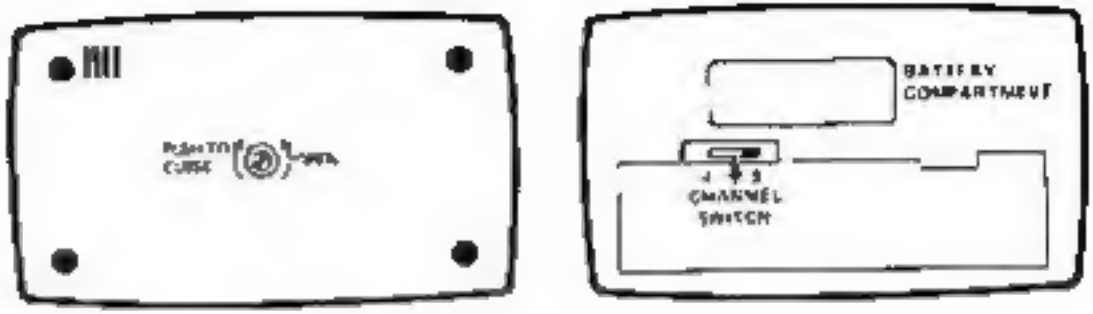
Additional ANTENNA-GAME SWITCHES may be purchased at your local ODYSSEY or Magnavox dealer, so you may install one on each television in your home.

If your antenna cable is round with a screw-on type connector (75 ohms), you will need to purchase a 75 ohm to 300 ohm Balun to permit connection of your TV antenna to the Odyssey Antenna-Game Switch. The 75 ohm to 300 ohm Balun's are readily available from your local Magnavox Dealer or any television service organization.

If you were using a 75 ohm round cable, your television will probably have a set of jumper plates or a switch which must be moved to select the VHF-300 ohm terminals. Your television instruction book will be of help.

GAME CORD

The GAME CORD from your ODYSSEY should now be plugged into the ANTENNA-GAME SWITCH socket marked GAME CORD. The GAME CORD should never be yanked from the Antenna Game Switch. Always grasp it by the plug end, not the cord.



how to set up Odyssey

BATTERY INSTALLATION

ODYSSEY is a completely safe product for children and members of your family to use, since it is powered by 6 "C" cell batteries, or a 9 volt AC Adapter, which is available at your ODYSSEY or Magnavox Dealer.

Place your ODYSSEY upside down and insert a coin, such as a quarter, in the coin screw located in the center of the bottom cabinet. Press down gently and turn the screw approximately one half turn to the left (counter clockwise). Take hold of both sides of the bottom cabinet and lift off.

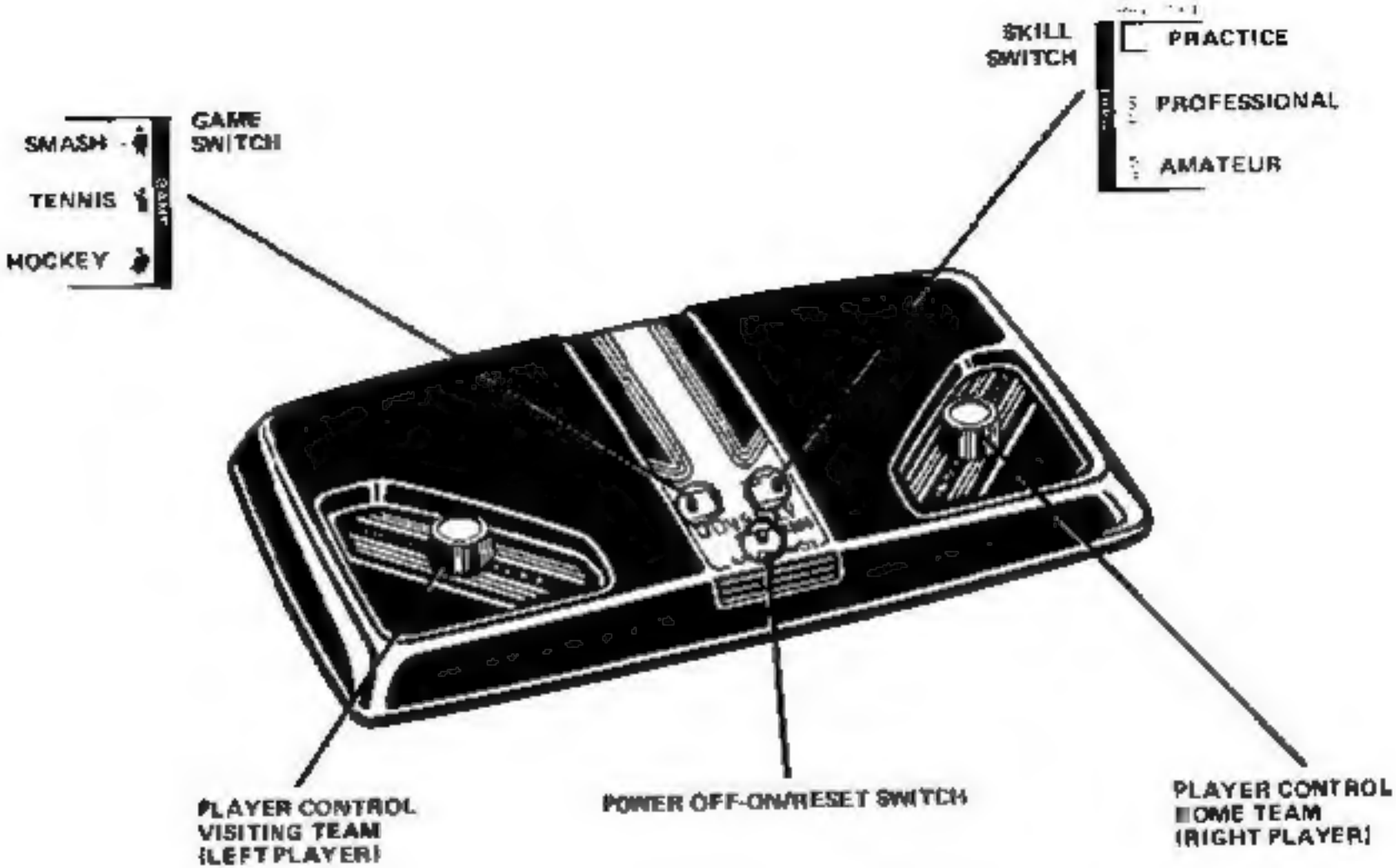
Insert 6 "C" cell size batteries into the battery holder. Be certain the batteries are installed in the direction indicated by the illustration in the battery holder or you can damage the ODYSSEY electronics.

For extended operation, we recommend the use of alkaline batteries.

If you seldom operate your ODYSSEY from batteries, but use the AC Adaptor instead, remove the batteries from your ODYSSEY to prevent possible battery leakage damage. The AC Adaptor is plugged into the AC Adaptor socket located on the top back of your ODYSSEY.

CHANNEL SWITCH

The CHANNEL SWITCH is located above the printed circuit board and is used to select either Channel 3 or 4 for operation of your ODYSSEY. This switch is normally set at the factory for Channel 3 operation. If a television station is operating on Channel 3 in your area, move the switch to the Channel 4 position. For future reference, indicate here the channel being used for your ODYSSEY.


SKILL SWITCH
PRACTICE
PROFESSIONAL
AMATEUR
GAME SWITCH
SMASH
TENNIS
HOCKEY
PLAYER CONTROL VISITING TEAM (LEFT PLAYER)
POWER OFF-ON/RESET SWITCH
PLAYER CONTROL HOME TEAM (RIGHT PLAYER)

how to use switches and controls on Odyssey

POWER/RESET SWITCH

The POWER/RESET SWITCH is a three position switch. In the extreme left position the ODYSSEY is "Off". Moving to the center position will apply power to ODYSSEY. The extreme right position is used to set the Automatic Scoring to zero at the beginning and completion of each game. This portion of the switch is spring loaded and after "reset" will return to the "On" position.

GAME SWITCH

The GAME SWITCH is used to select any one of three games Smash, Tennis or Hockey. Smash is selected by placing the switch in the top position, Tennis in the middle and Hockey in the bottom.

SKILL SWITCH

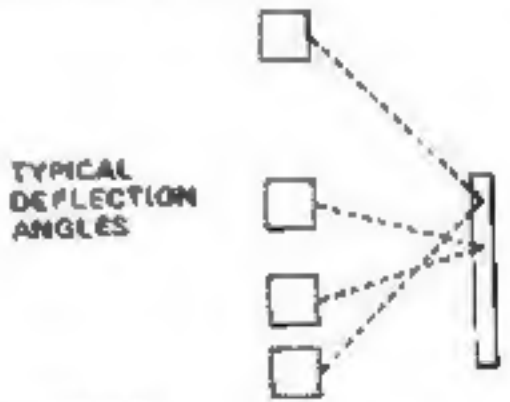
The SKILL SWITCH is used to select one of two skill levels, amateur or pro.

Amateur is selected by placing the switch in the bottom position which automatically sets the speed of the "ball" to slow, the size of the "Player" to small and the deflection of the ball is four angles.

Pro is the center position and the speed of the "ball" is fast, the size of the "player" is large and the deflection of the ball is four angles.

Practice is the top position. The rules and method of play are described under PRACTICE.

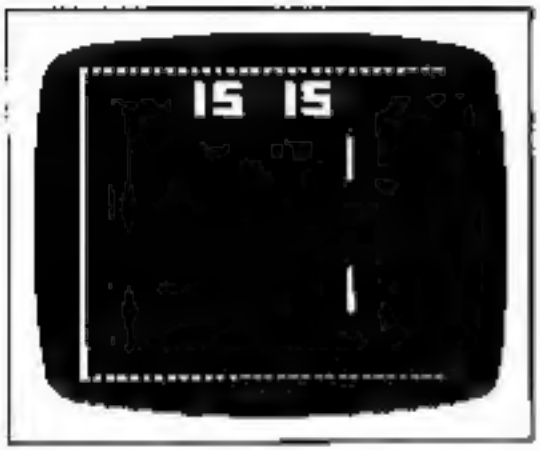
The angle at which the "ball" will be deflected is determined by the area of the "player" that is struck by the "ball". The illustration shows the typical deflection angles possible with the SKILL SWITCH in amateur or pro position. If the "ball" strikes the player in the top or bottom area a large deflection occurs. However, if the "ball" strikes the "player" in the center area a small deflection occurs.



PLAYER CONTROL

The PLAYER CONTROL moves the "player" up or down. Turning the knob to the right will move the "player" up, left will move the "player" down.

SMASH



PROPER SMASH DISPLAY

OBJECTIVE

The objective of SMASH is for each contestant to control his player so he is the last to touch the ball before it leaves the playing area. The first contestant to score 15 points is the winner.

SET-UP

1. Set the GAME SWITCH to the top position.
2. Set the SKILL SWITCH to the desired skill level.
3. Move the POWER-RESET SWITCH to the Center position.
4. Using the PLAYER CONTROLS position the right player in the top half of the screen (right court) and the left player in the bottom half (left court).

PLAY

1. Assure both contestants are ready for play to begin.
2. The left court player must receive the ball first. Play must then alternate between players. If it is not your turn the "ball" will pass through your player.
3. Move the POWER/RESET SWITCH to the RESET position and allow it to return to the center position. The score is now set to zero and the game begins. Good luck!

   NOTE: When either contestant reaches 15 points, the players will be unable to rebound the ball and a new game will have to be started.

TENNIS

PROPER TENNIS DISPLAY

OBJECTIVE

The objective of TENNIS is for each contestant to skillfully defend his court and drive the ball past his opponent to score a point. The first contestant to reach 15 points wins the game.

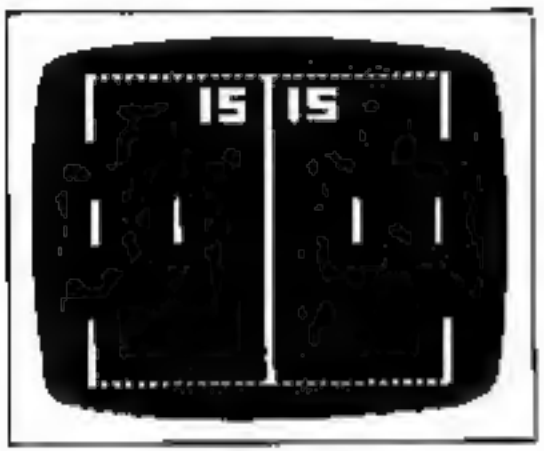
SET-UP

1. Set the GAME SWITCH to the center position.
2. Set the SKILL SWITCH to the desired skill level.
3. Move the POWER RESET SWITCH to the center position.
4. Using the PLAYER CONTROLS position the players in the center of their courts.

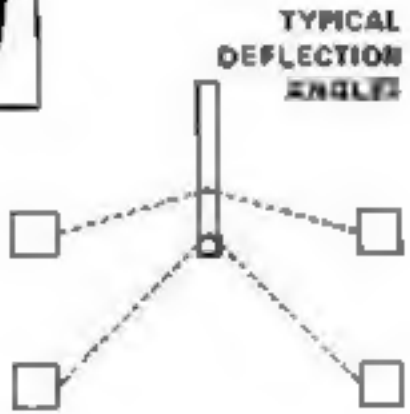
PLAY

1. Assure both contestants are ready for play to begin. The right court player will normally receive first.
2. Move the POWER/RESET SWITCH to the RESET position and allow it to return to the center position. The score is now set to zero and the game begins. **NOTE: When either contestant reaches 15 points the players will be unable to rebound the ball and a new game will have to be started.**

HOCKEY



PROPER HOCKEY DISPLAY



OBJECTIVE

The objective of HOCKEY is for each contestant to skillfully defend his goal while trying to maneuver the puck into his opponents net. The first contestant to score 15 points wins the period. You must win two out of three periods to win the game.

STRATEGY

Hockey is played with two players on each contestant's team, a goalie and a forward. The goalie is in his normal position while the forward is in the opponent's half of the playing area. The forward can intercept the puck and change its angle of travel. Assume your goalie has just deflected the puck and it passed into your opponent's half of the playing area. By positioning your forward ahead of the puck it will pass through the back of your forward and change the angle of travel (see illustration). If the puck hits the front of your forward it will be deflected. This "pass through" is only possible when the puck is traveling toward your opponent's goal.

SET-UP

1. Set the GAME SWITCH to the bottom position.
2. Set the SKILL SWITCH to the desired skill level.
3. Move the POWER/RESET SWITCH to the center position.
4. Using the PLAYER CONTROLS position the players in the center of their playing areas.

PLAY

1. Assure both contestants are ready for play to begin. The puck will normally enter from the left side.
2. Move the POWER/RESET SWITCH to the RESET position and allow it to return to the center position. The score is now set to zero and the game begins. **NOTE: When either contestant reaches 15 points the players will be unable to rebound the ball and a new game will have to be started.**

PRACTICE

OBJECTIVE

The objective of the PRACTICE game is to practice hitting the ball. Each time the player misses the ball, one point is added to the score. When the score reaches 15 points, the game is over.

SET UP

1. Place the SKILL switch in the practice (top) position.
2. Move the POWER/RESET to the center position.
3. Using the RIGHT PLAYER CONTROL, position the right player in the center of the court. **NOTE: During the PRACTICE game, the LEFT PLAYER CONTROL does not function.**

PLAY

When you are ready to begin practice, move the POWER/RESET switch to the RESET position and allow it to return to the center position. The score is now set to zero and the game begins. **NOTE: When the score reaches 15 points the player will be unable to rebound the ball and a new game will have to be started.**